

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1 to 4 (canceled).

Claim 5 (currently amended): A method for operating an award exchange sequence in a gaming device, said method comprising the steps of:

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- (a) associating a high value award with either a first selector or a second selector, wherein said high value award is selected from a predetermined range of awards that are each greater than a currently held player award;
 - (b) associating a low value award with the selector not associated with the high value award, wherein said low value award is less than said player award;
 - (c) enabling said player to keep said player award, choose said first selector or choose said second selector;
 - (d) providing said player award to said player if said player keeps said player award;
 - (e) providing said low value award to said player if said player chooses the selector associated with said low value award;
 - (f) providing said high value award to said player if said player chooses the selector associated with said high value award; and
 - (g) if the player chooses the selector associated with the high value award, repeating steps (a) to (f) at least one time using the provided high value award and changing the new associated high and low value awards to be greater and less than, respectively, the provided high value award, wherein the new associated high value award is selected from another predetermined range of awards, wherein said other predetermined range of awards is based on said provided high value award.

Claim 6 (canceled)

Claim 7 (original): The method of Claim 5, which includes the step of repeating the steps (a) through (f) if said player chooses a selector associated with said high value award, whereby said high value award is used to determine said currently held award while repeating said steps.

Claim 8 (canceled).

DI Claim 9 (currently amended): The method of Claim 5, which includes the step of repeating the steps (a) through (f) ~~if said~~until the player chooses a predetermined ~~maximum~~ number of ~~allowed~~ selectors which are each associated with high value awards.

Claims 10 to 12 (canceled).

Claim 13 (original): The method of Claim 5, which includes at least two selections with high values and at least two selections with low values.

Claim 14 (currently amended): A method for operating an award exchange sequence in a gaming device, said method comprising the steps of:

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- (a) enabling a player to input into a processor a decision to keep a currently held award or to input into said processor a decision to risk losing said currently held award to try for an award exchange, and wherein said decision can produce a successful outcome or an unsuccessful outcome for said player in said sequence;
 - (b) ending said sequence if said player inputs said decision to keep said currently held award;
 - (c) determining whether said successful outcome or said unsuccessful outcome occurred if said player inputs said decision to try for said award exchange, wherein said successful outcome ~~occurring~~ occurs when an award selected by the player has a higher value than the currently held award, wherein said higher value award is selected from a predetermined range of awards which is based on said currently held award; and
 - (d) continuing the sequence when the successful outcome occurs and not continuing the sequence when the unsuccessful outcome occurs.

Claim 15 (original): The method of Claim 14, which includes the step of ending said sequence if said unsuccessful outcome occurred.

Claim 16 (original): The method of Claim 14, which includes the step of replacing said currently held award with a lower value award if said unsuccessful outcome occurs.

Claim 17 (original): The method of Claim 14, which includes the step of replacing said currently held award with a lower value award and ending said sequence if said unsuccessful outcome occurs.

Claim 18 (canceled).

Claim 19 (canceled).

Claim 20 (currently amended): The method of Claim 14, which includes the step of randomly determining based on a probability whether to performing a player tease sequence if said player inputs said decision to play for said higher value award.

Claim 21 (currently amended): The method of Claim 14, which includes the step of randomly determining based on a probability whether to performing a player tease sequence if said unsuccessful outcome occurs.

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Claim 22 (original): The method of Claim 14, which includes the step of replacing said currently held award with said higher value award if said successful outcome occurs.

Claim 23 (previously presented): The method of Claim 14, wherein continuing the sequence includes repeating the steps (a) through (c) if said successful outcome occurred.

Claim 24 (previously presented): The method of Claim 23, whereby said successful outcome is used to determine said currently held award while repeating said steps.

Claim 25 (previously presented): The method of Claim 23, which includes the step of repeating the steps unless said successful outcome includes a highest value award.

Claim 26 (currently amended): A method for operating a player tease sequence in a gaming device under the control of a processor, said method comprising the steps of:

- (a) after accepting an input designating a player's decision to risk a known currently held award to try for a higher value award exchange, increasing said currently held award by at least one increment, wherein said increment is randomly determined from at least one predetermined range which is based on said higher value;
- (b) without revealing a determination of said player's success, enabling said player to input into the a-processor a decision to keep said increased award or to input into said processor a decision to risk losing said increased award to try for said higher value award exchange; and
- (c) ending said tease sequence if said player inputs said decision to keep said increased award.

Claim 27 (original): The method of Claim 26, which includes the step of repeating steps (a) through (c) at least one time, each time increasing said increased award.

Claim 28 (original): The method of Claim 26, which includes the step of repeating steps (a) through (c) a randomly determined number of times, each time increasing said increased award.

Claim 29 (original): The method of Claim 26, which includes the step of exchanging said currently held award with said higher value award if said input to try for said higher value award exchange after step (b) is successful.

Claim 30 (currently amended): The method of Claim 26, which includes the step of exchanging said currently held award with a lower value award if the determination of said input designating said player's decision before step (a) is unsuccessful, and said player inputs said decision to try for said higher value award exchange in step (b).

Claim 31 (original): The method of Claim 30, which includes the step of revealing said higher value award and said lower value award.

Claim 32 (original): The method of Claim 26, which includes the step of revealing said higher value award and a lower value award if said player inputs said decision to keep said increased award.

DI Claim 33 (previously presented): The method of Claim 14, wherein continuing the sequence includes repeating steps (a) to (c) until the player inputs to keep the currently held award.

Claim 34 (previously presented): The method of Claim 14, wherein continuing the sequence includes repeating steps (a) to (c) until the unsuccessful outcome occurs.

Claim 35 (currently amended): A method for operating an award exchange sequence in a gaming device under the control of a processor, said method comprising the steps of:

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- (a) enabling a player to input into a the processor a decision to keep a currently held award or to input into the processor a decision to risk losing the currently held award to try for a higher value award, and wherein the inputted decision to try for the higher value award produces a successful outcome or an unsuccessful outcome for the player in the sequence;
 - (b) ending said sequence if the player inputs the decision to keep the currently held award;
 - (c) if and after the player inputs the decision to try for the higher value award, randomly determining whether the successful outcome or the unsuccessful outcome occurs by randomly determining if the player's inputted decision yields the higher value award which is the successful outcome; and
 - (d) if and after the player inputs the decision to try for the higher value award and the unsuccessful outcome occurs, determining based on one of a plurality of different predetermined probabilities whether to perform a player tease sequence, wherein if the determination is to perform the player tease sequence, performing a player tease sequence wherein the currently held award is increased to a value less than the higher value but greater than the currently held value ~~if the unsuccessful outcome occurs.~~

Claim 36 (previously presented): The method of Claim 35, which includes the step of ending the sequence if the unsuccessful outcome occurs.

Claim 37 (previously presented): The method of Claim 35, which includes the step of replacing the currently held award with the higher award if the successful outcome occurs.

Claim 38 (previously presented): The method of Claim 35, which includes the step of repeating the steps (a) through (c) if the successful outcome occurs.

Claim 39 (previously presented): The method of Claim 38, wherein said successful outcome is used to determine said currently held award while repeating said steps.

Claim 40 (previously presented): The method of Claim 40, which includes automatically performing the player tease sequence.

Claim 41 (previously presented): The method of Claim 40, which includes automatically performing the player tease sequence if the player inputs to try for the higher value award.

Claim 42 (previously presented): The method of Claim 40, which includes randomly determining whether to perform the player tease sequence.

Claim 43 (previously presented): The method of Claim 40, which includes automatically performing the player tease sequence if the unsuccessful outcome occurs.

Claim 44 (previously presented): The method of Claim 35, which includes performing a plurality of player tease sequences.

Claim 45 (previously presented): The method of Claim 35, which includes the step of enabling the player to change a selection made in inputting the decision to try for the higher value award.

Claim 46 (previously presented): A method for operating an award exchange sequence in a gaming device, said method comprising:

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- (a) enabling a player to input into a processor a decision to keep a currently held award or to input into the processor a decision to risk losing the currently held award to try for one of a plurality of other awards which include a higher value award than the currently held award, and wherein the inputted decision can produce a successful outcome or an unsuccessful outcome for the player in the sequence;
 - (b) ending said sequence if the player inputs the decision to keep the currently held award;
 - (c) if and after the player inputs the decision to try for one of the other awards, randomly determining whether the successful outcome or the unsuccessful outcome occurs by randomly determining if the player's inputted decision yields the higher value award; and
 - (d) if and after the player inputs the decision to try for one of the other awards, performing a player tease sequence wherein the currently held award is increased to a value less than the average value of the other awards but greater than the currently held value if the unsuccessful outcome occurs.

Claim 47 (currently amended): A method for operating a gaming device under the control of a processor, said method comprising:

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- (a) enabling a player to input into athe processor a decision to keep a currently held award or to input into the processor a decision to risk losing the currently held award to try for a higher value award than the currently held award, and wherein the inputted decision to try for the higher value award produces a successful outcome or an unsuccessful outcome for the player;
 - (b) providing the currently held award to the player if the player inputs the decision to keep the currently held award;
 - (c) if and after the player inputs the decision to try for the higher value award, randomly determining whether to perform a player tease sequence based on a probability of performing the tease sequence;
 - (d) if and after the player inputs the decision to try for the higher value award and the processor randomly determines to perform the player tease sequence, performing the player tease sequence which increases the currently held award and enables the player to input into the processor a decision to keep the increased currently held award or to input into the processor a decision to risk losing the increased currently held award to try for the higher value award;
 - (e) providing the increased currently held award if and after the player inputs the decision to keep the increased currently held award; and
 - (f) if and after the player inputs the decision to try for the higher value award, randomly determining whether the successful outcome or the unsuccessful outcome occurs and providing the higher value award to the player if the successful outcome occurs.

Claim 48 (currently amended): A method for operating a gaming device under the control of a processor, said method comprising:

- (a) enabling a player to input a decision into the processor to keep a currently held award or to input a decision to risk losing the currently held award to try for a higher value award, and wherein the inputted decision to try for the higher value award can produce a successful outcome or an unsuccessful outcome for the player;
- (b) providing the currently held award to the player if the player inputs the decision to keep the currently held award; and
- (c) if and after the player inputs the decision to try for the higher value award, randomly determining whether the successful outcome or the unsuccessful outcome occurs, providing the higher value award to the player if the successful outcome occurs, and if said unsuccessful outcome occurs:
 - (i) randomly determining whether to increase the currently held award based on a probability,
 - (ii) providing an award less than the currently held award to the player if said determination is not to increase the currently held award, and
 - (iii) if said determination is to increase the currently held award, increasing the currently held award and enabling the player to input a decision to keep the increased currently held award or to input a decision to risk losing the currently held award to try for the higher value award, providing the increased currently held award to the player if the player inputs the decision to keep the increased currently held award, and if and after the player inputs the decision to try for the higher value award instead of the increased currently held award, randomly determining whether to provide the higher value award to the player, and providing the higher value award or an award less than the increased currently held award to the player based on such determination.

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Claim 49 (new): A gaming device comprising:

- a currently held award;
- a plurality of other awards, wherein said plurality of other awards includes a higher value award than the currently held award;
- a display device; and
- a processor operable with said display device to:
 - (a) enable a player to input a decision to keep the currently held award or to risk losing the currently held award to try for one of said plurality of other awards, wherein the inputted decision can produce a successful outcome or an unsuccessful outcome for the player,
 - (b) perform a terminating event if the player inputs the decision to keep the currently held award; and
 - (c) if and after the player inputs the decision to try for one of the other awards:
 - (i) randomly determine whether the successful outcome or the unsuccessful outcome occurs by randomly determining if the player's inputted decision yields the higher value award, and
 - (ii) perform a player tease sequence wherein the currently held award is increased to a value less than the average value of the other awards but greater than the currently held value if the unsuccessful outcome occurs.
